SNS-2C-USA

TAITO®

SUPERBUSTER BROS. II™

INSTRUCTION BOOKLET

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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INTRODUCTION

In the original Sonic Blast Man adventure, action fans had the chance to lead Sonic Blast Man on a smash 'em up quest to save the world from certain doom. Although successful in completing this objective, in this amazing sequel, Sonic Blast Man must call upon two worthy teammates, Sonia and Captain Choyear, as he is in need of their expert assistance. Trouble has arisen again! Their mission is to rid the world of a self-proclaimed superior being named Yafu, and his horde of horrible hench-monsters. Rescuing the world from these unwelcome alien-intruders is a task which is far from easy. You and your chosen character must fight your way through the urban jungle, which consists of five Stages full of thugs, tough guys and other obstacles. Because each of the three characters you can choose possesses his own unique skills, the variety of moves makes this action game an exciting and interesting challenge. Pop it in and fight for freedom!

Hovering just a few thousand miles from Earth, Yafu ponders his next evil move.

Yafu sends his hordes to eradicate parasitic humans from the face of the Earth.

Sonia, Sonic Blast Man and Captain Choyear are called upon to save the day!

GAME PLAY

GETTING STARTED

Insert the Sonic Blast Man 2 Game Pak into the Control Deck and switch the power ON. The Taito logo will appear, then the opening sequence will begin. You may watch it, or press Start to skip to the Title Screen. Press Start again to advance to the first Options Menu. First, customize your settings by choosing "Options," then select a one or two player game. Next, pick a character and press Start to get down to business.

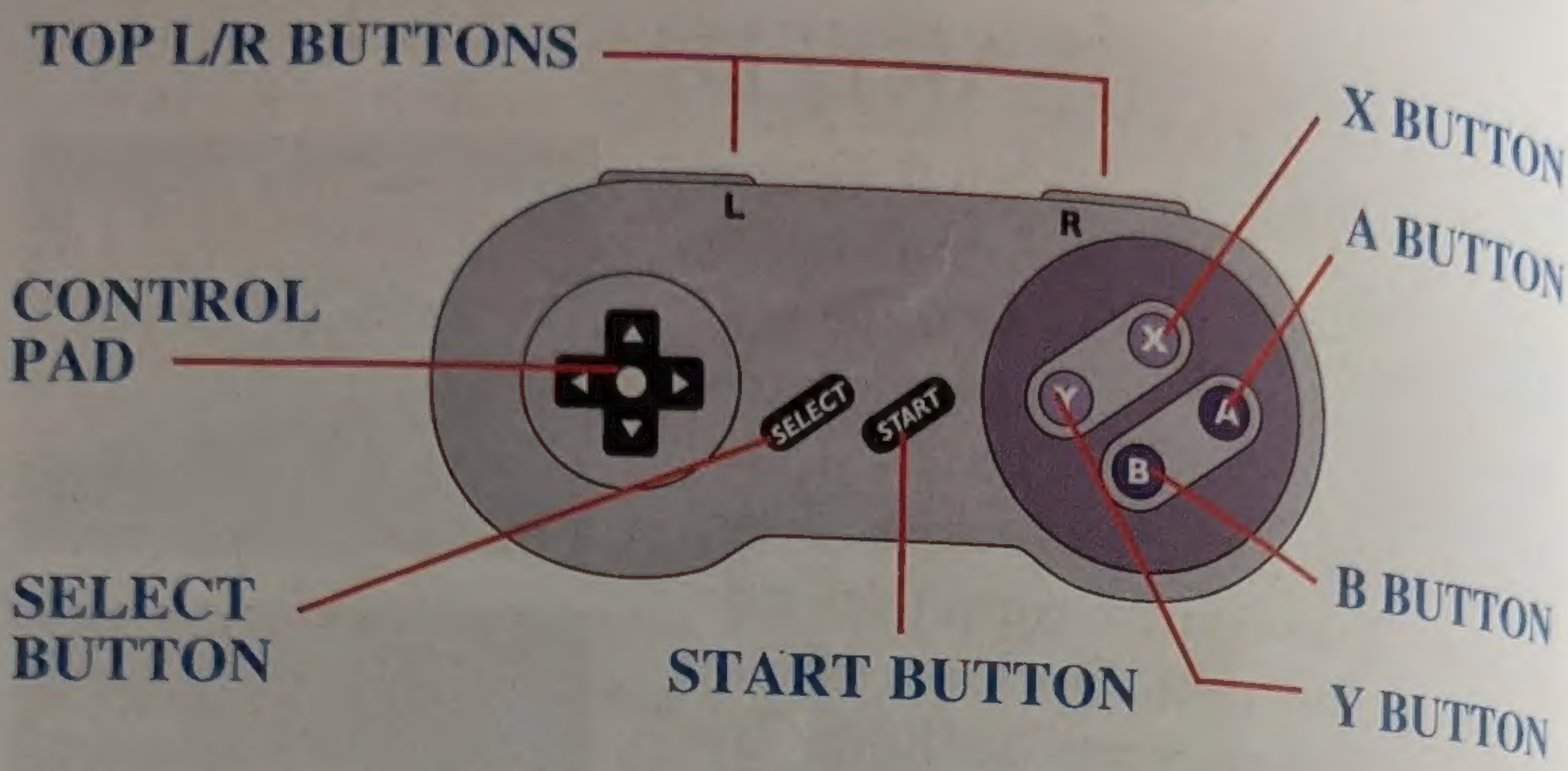
OPTION

Use the Control Pad to move the cursor up and down. Press right or left to scroll through the variables, such as the Easy, Medium and Hard difficulty levels. You may also choose the number of lives, up to five, you can lose before having to continue. You can customize the Control Pad, but keep in mind that all the directions in this manual are given for the Normal Mode (defoult setting).

CONTINUING & ADDING A PLAYER

You may continue only three times after losing all your lives. When playing solo, a second player may join in any time by pressing Start on Controller 2.

CONTROLLER



CONTROL PAD

Use the directional Control Pad to move the cursor in the Menu screens, and to move your character while on the playing screen.

X BUTTON

The X Button is used to perform your character's Attack 2. The results will vary depending on which character you've chosen.

Y BUTTON

The Y Button is your character's basic attack, like a punch or a chop, and is used frequently.

A BUTTON

The A Button is for a roll attack in the direction you're facing.

B BUTTON

Press the B Button to jump. This may also be used effectively in combination with other techniques.

START BUTTON

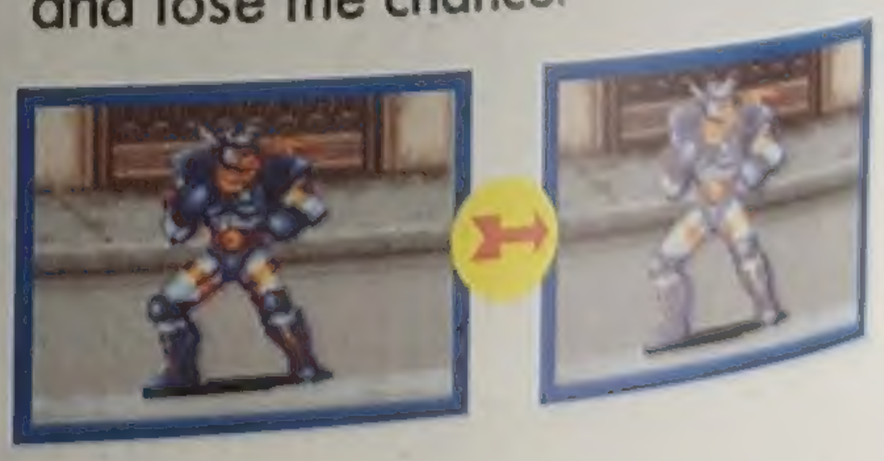
In the Menu screens, the Start button is used to advance to the next screen, or to start the game. During play, press Start to pause or resume.

SELECT BUTTON

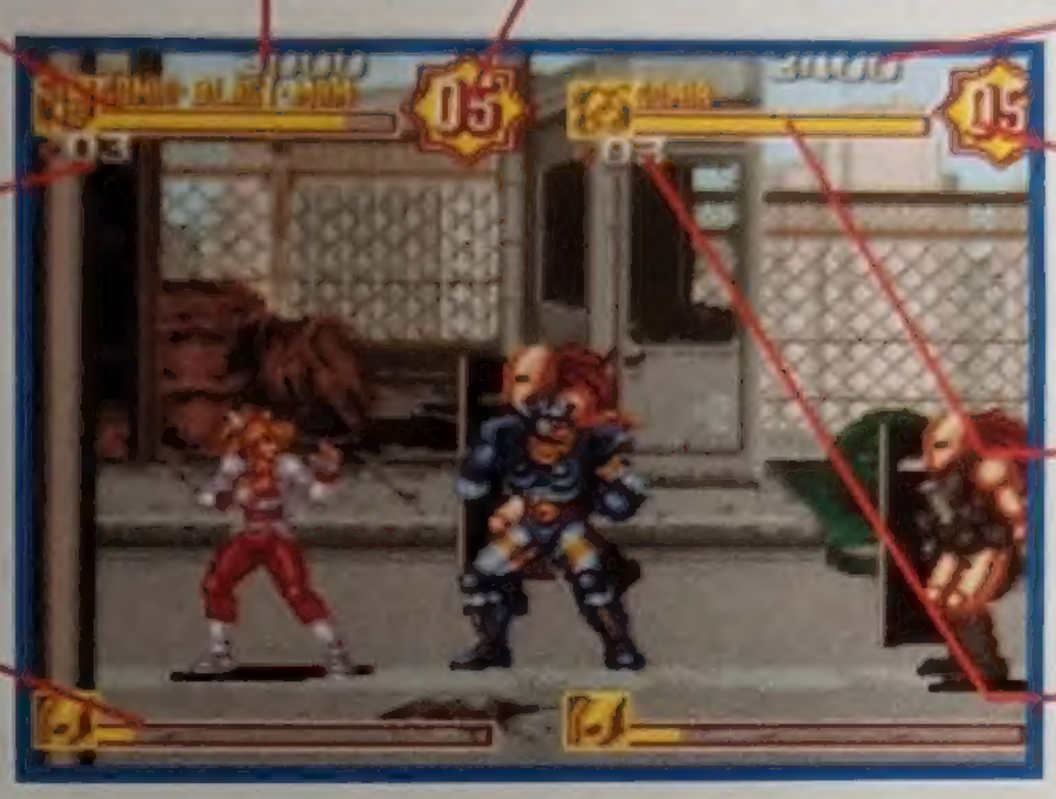
The Select Button may be used in some Menus to move the cursor. On the playing screen, Select is not used for any functions.

L & R BUTTON

During game play, press the L or R Button on top of the Control Pad to prepare for a Special Move. The character will flash, but if you are touched before performing the Special Move, you'll stop flashing and lose the chance.



GAME SCREEN



PLAYER 1, 2 LIFE METER

Your Life Meter decreases a small amount every time you are hit by an enemy. If your Life Meter is depleted, you'll lose a Life.

PLAYER 1, 2 LIVES

There are a maximum of five Lives you can choose to start with from the Options Menu. If lose all your Lives, the game is over.

PLAYER 1, 2 SCORE

Defeating enemies will earn you plenty of points. There are also special Points Items hidden throughout each of the Stages.

ENEMY'S LIFE METER

Every time you make contact with an enemy, his Life Meter appears so that you can judge how long it will take to defeat him.

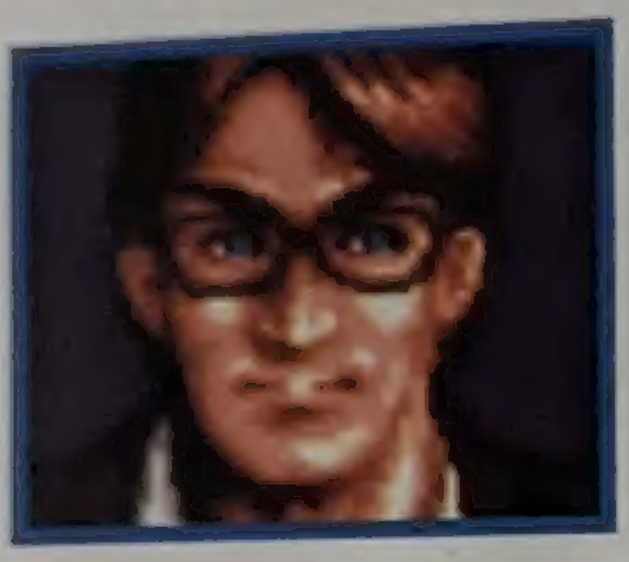
POWER STOCK

Using Special Moves requires Power Points. Although you only start out with five, you can earn a supply of up to 20.

SUPER HEROES

Before each Stage, you'll choose one of three heroes, each with unique strengths. Remember, the Button combinations described are in the default configuration.

SONIC BLAST MAN



Although Sonic Blast Man hails from the planet Sonic Blast, where he received the Power Gloves, he is quite devoted to protecting the people of Earth. The game's namesake is an excellent choice for the beginning player, as he is the most balanced of the three fighters in terms of speed and strength. Because of the extra powerful protection he wears on his hands, it's best to stick with punches—a simple yet effective attack.

STANDING TECHNIQUES	
JAB	PRESS **Y** ONCE
BODY BLOW	PRESS **Y**, **Y**, **Y**
3 - WAY PUNCH	PRESS **Y** QUICKLY, FOUR TIMES
ONE - HAND THROW	HOLD **RIGHT**, THEN PRESS **Y** FOUR TIMES
ROLLING PUNCH	HOLD **DOWN**, THEN PRESS **Y** FOUR TIMES

JUMPING TECHNIQUES	
FIST DROP	PRESS **B**, THEN **Y**
FLYING SLICE	PRESS **B**, THEN **X**

DASHING TECHNIQUES

SHOULDER TACKLE	PRESS **RIGHT**, **RIGHT**, THEN **Y**
SKY BUSTER	PRESS **RIGHT**, **RIGHT**, THEN **X**

GRABBING TECHNIQUES

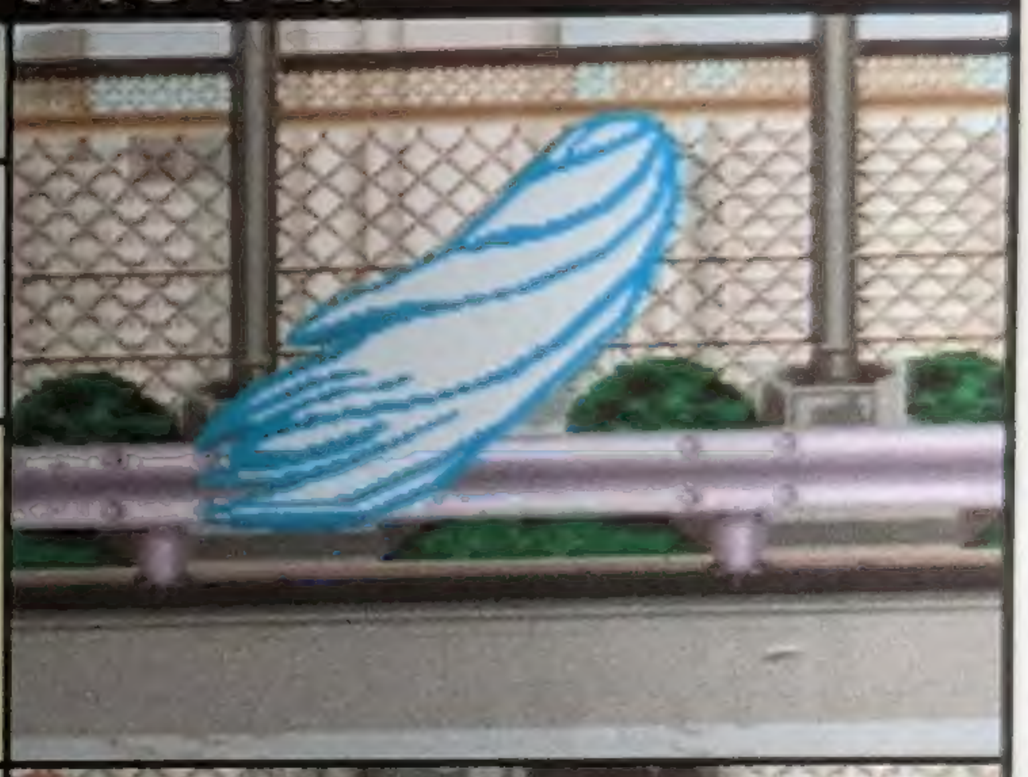
BODY BLOW	GRAB, THEN PRESS **Y**
HAMMER PUNCH	GRAB, THEN PRESS **X**

SPECIAL MOVES

SCREW ATTACK

PRESS **DOWN** AND **UP**,
THEN **Y** AND **B**

Once you get the tricky Control Pad combination down, you will find that the Screw Attack is effective on larger enemies.



COMET BLASTER

PRESS THE **L** OR **R BUTTON**,
THEN **Y**

To send a powerful punch to an enemy while keeping your distance, try the Comet Blaster. This move consumes one Power Point.

BLAST BOMBER

PRESS THE **L** OR **R BUTTON**,
THEN **X**

The Blast Bomber should be used when there are no other alternatives. It consumes three Power Points, but zaps every enemy!

SONIA

Sonia and Sonic Blast Man have a history together that dates back to their childhood on Sonic Blast. There, Sonia practiced long and hard to become a kicking queen. Her perseverance paid off, and she received the Power Shoes and Super Hero status. Although her power is less than the others, she is the fastest. You'll find that once she gets into range, the enemy has little chance to escape.

STANDING TECHNIQUES	
CHOP	PRESS **Y**
HIGH KICK	PRESS **Y**, **Y**, **Y**
MIDDLE KICK	PRESS **Y** QUICKLY 4 TIMES
FIRE SHOT	PRESS **Y** QUICKLY 5 TIMES
HALF MOON KICK	PRESS **X**

JUMPING TECHNIQUES	
JUMPING KNEE ATTACK	PRESS **B**, THEN **Y**
JUMPING SIDE KICK	PRESS **B**, THEN **X**

DASHING TECHNIQUES

DASH KICK	PRESS **RIGHT**, **RIGHT**, THEN **Y**
FLYING KICK	PRESS **RIGHT**, **RIGHT**, THEN **X**

GRABBING TECHNIQUES

BODY SLAM	GRAB, THEN PRESS **Y**
FIRE THROW	GRAB, THEN PRESS **X**

SPECIAL MOVES

SPINNING FIRE KICK

PRESS **DOWN** AND **UP**, THEN **Y** AND **B**

To light the fire of an unsuspecting enemy while keeping yourself at a safe distance, try performing the Spinning Fire Kick.

COMET KICK

PRESS THE **L** OR **R BUTTON**, THEN **Y**

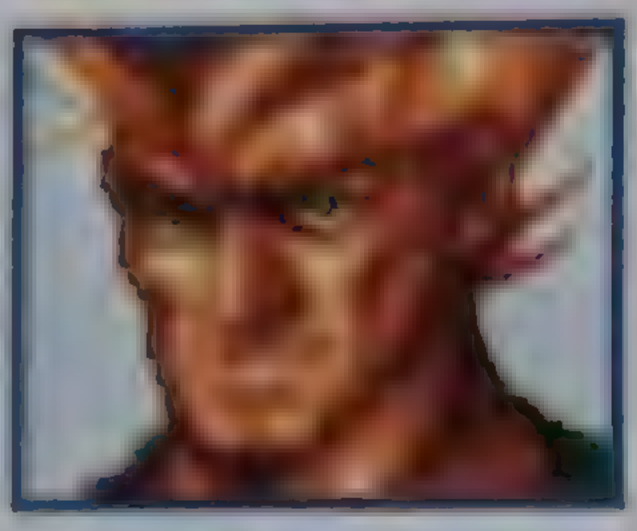
To knock a large enemy down to your level, the Comet Kick should do the trick. This move consumes one Power Point.

HEAT SMASHER

PRESS THE **L** OR **R BUTTON**, THEN **X**

When the enemies are piling up, it's time for Sonia to perform the Heat Smasher. This worthwhile move consumes three Power Points

CAPTAIN CHOYEAR



Captain Choyear is the only member of the trio originally from the planet Earth, although he wasn't born a Super Hero. While a pilot in the navy, the Captain was nearly killed in a plane crash. To save his life, doctors replaced many of his body parts with cybernetic implants. Although Captain Choyear is the slowest character, he can make up for it with his super-human strength.

STANDING TECHNIQUES	
NUCKLE BUSTER	PRESS **Y**
UPPER CUT	PRESS **Y**, **Y**
LASER CHOP	PRESS **Y**,**Y**,**Y**
DOUBLE BUSTER	PRESS **X**

JUMPING TECHNIQUES	
ROLLING ATTACK	PRESS **B**, THEN **Y**
MISSILE KICK	PRESS **B**, THEN **X**

DASHING TECHNIQUES

AXE BOMBER	PRESS **RIGHT**, **RIGHT**, THEN **Y**
SUPER SLASHER	PRESS **RIGHT**, **RIGHT**, THEN **X**

GRABBING TECHNIQUES

BODY TOSS	GRAB, THEN PRESS **Y**
GIGA CRUSHER	GRAB, THEN PRESS **X**

SPECIAL MOVES

MEGA PUNCH

PRESS **DOWN** AND **UP**, THEN **Y** AND **B**

Although Captain Choyear's punches are plenty powerful, the Mega Punch is perfect for enemies who require special attention.

BREAER

PRESS THE **L** OR **R BUTTON**, THEN **Y**

Captain Choyear is often damaged by lesser opponents because he is so slow. The Breaker will send the message to back off.

ELECTRIC BEAM

PRESS THE **L** OR **R BUTTON**, THEN **X**

One at a time, the Captain can hold his own, but when the enemies start to outnumber him, it's time to bring out the Electric Beam.

ITEMS

Keep your eyes peeled for Items that could possibly aid you. Many are hidden in objects, so be sure to hit everything.

SUPER POWER ITEMS

Save up to 20 extra Super Power Points so that you can perform Special Moves later.

COPPER	EARN 2 SUPER POWER POINTS
SILVER	EARN 3 SUPER POWER POINTS
GOLD	EARN 5 SUPER POWER POINTS

POINT ITEMS

Defeating enemies isn't the only way to rack up points! These Items make it easy.

CROWN	EARN AN EXTRA 50,000 POINTS
TREASURE BOX	EARN AN EXTRA 20,000 POINTS
GLOBE	EARN AN EXTRA 15,000 POINTS
WALKIE TALKIE	EARN AN EXTRA 10,000 POINTS
TAITO CAP	EARN AN EXTRA 8,000 POINTS

HEALING ITEMS

When your Life Meter is getting low, these Healing Items will help restore power.

ROAST PORK	100% LIFE METER REFILL
FRIED RICE	45% LIFE METER REFILL
PUDDING	35% LIFE METER REFILL
HAMBURGER	25% LIFE METER REFILL
FRANKFURTER	10% LIFE METER REFILL

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